Subject: objects.ddb
Posted by medmech12 on Sat, 15 Nov 2008 19:25:27 GMT
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Hey guys,

Ok, I editied the preset CnC_Nod_Minigunner_0 and adjusted its life and armor. When I fire up a game, I spawn as a Nod Soldier and it stays at the original 100 life and 100 armor. Only when I buy a standard minigunner at the PT, the life changes to what I put in objects.ddb. Can someone tell me how to fix this?

Subject: Re: objects.ddb
Posted by Gen_Blacky on Sat, 15 Nov 2008 19:28:03 GMT
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how are you testing it

Subject: Re: objects.ddb
Posted by medmech12 on Sat, 15 Nov 2008 19:48:00 GMT
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i test it in multiplayer practice

Subject: Re: objects.ddb
Posted by _SSnipe_ on Sat, 15 Nov 2008 20:00:40 GMT
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haha so which means its in his data...hack not a server mod haha

Subject: Re: objects.ddb
Posted by ErroR on Sat, 15 Nov 2008 20:19:10 GMT
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SSnipe wrote on Sat, 15 November 2008 22:00haha so which means its in his data...hack not a server mod haha
i use a mix.. it's still stays the same after i edit it.

Subject: Re: objects.ddb
Posted by cnc95fan on Sat, 15 Nov 2008 20:42:15 GMT
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Make sure you adjust the max health aswell. But it works fine for me otherwise.

File Attachments

1) ScreenShot01.png, downloaded 511 times

Airstrip
DALE-5E25
110
1000
Credits: 10001
Time Remainin

Subject: Re: objects.ddb
Posted by Scrin on Sun, 16 Nov 2008 08:37:00 GMT
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cnc95fan wrote on Sat, 15 November 2008 14:42Make sure you adjust the max health aswell. But it works fine for me otherwise.

nice hud, whare you get it?

Subject: Re: objects.ddb
Posted by cnc95fan on Sun, 16 Nov 2008 15:39:33 GMT
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